

	Type	Hits	Search Text
1	BRS	60	(pseudo ADJ noise ADJ generator).ti.
2	BRS	90	(one ADJ fourth) SAME (clock ADJ cycle)
3	BRS	11	((amplitude ADJ generat\$3) SAME distribution) AND (pulse ADJ3 distribution)
4	BRS	1	((amplitude ADJ generat\$3) SAME distribution) AND (spac\$3 ADJ distribution)
5	BRS	0	((amplitude ADJ generat\$3) SAME distribution) AND (width ADJ distribution)
6	BRS	1053	(amplitude ADJ control) AND distribution
7	BRS	114	(amplitude NEAR generat\$3) SAME distribution
8	BRS	56	(amplitude ADJ generat\$3) SAME distribution
9	BRS	489	(amplitude NEAR3 generat\$3) SAME distribution
10	BRS	35	(amplitude ADJ control) WITH distribution
11	BRS	84	(amplitude ADJ control) SAME distribution
12	BRS	1713	amplitude AND spac\$3 AND dura\$4 AND (noise OR pseudo OR pattern) AND generator AND threshold AND (((A ADJ2 D) OR (analog ADJ2 digital)) ADJ converter)

	Type	Hits	Search Text
13	BRS	1547	amplitude AND spac\$3 AND dura\$4 AND noise AND generator AND threshold AND (((A ADJ2 D) OR (analog ADJ2 digital)) ADJ converter)
14	BRS	2	(amplitude AND spac\$3 AND dura\$4 AND (noise ADJ generator) AND threshold AND (((A ADJ2 D) OR (analog ADJ2 digital)) ADJ converter)) AND ((generat\$3.ti.) OR (creat\$3.ti.) OR (produce.ti.))
15	BRS	18	(amplitude AND spac\$3 AND dura\$4 AND noise AND generator AND threshold AND (((A ADJ2 D) OR (analog ADJ2 digital)) ADJ converter)) AND ((generat\$3.ti.) OR (creat\$3.ti.) OR (produce.ti.))
16	BRS	2	(amplitude AND spac\$3 AND dura\$4 AND (noise ADJ generator) AND threshold AND (((A ADJ2 D) OR (analog ADJ2 digital)) ADJ converter) AND (signal ADJ generat\$3)) AND ((generat\$3.ti.) OR (creat\$3.ti.))
17	BRS	2	(amplitude AND spac\$3 AND dura\$4 AND (noise ADJ generator) AND threshold AND (((A ADJ2 D) OR (analog ADJ2 digital)) ADJ converter) AND (signal ADJ generat\$3)) AND ((generat\$3.ti.) OR (creat\$3.ti.) OR (produce.ti.))
18	BRS	2	(amplitude AND spac\$3 AND dura\$4 AND (noise ADJ generator) AND threshold AND (((A ADJ2 D) OR (analog ADJ2 digital)) ADJ converter) AND (signal ADJ generat\$3)) AND (generat\$3.ti.)
19	BRS	472770	amplitude AND spac\$3 AND dura\$4 AND (noise ADJ generator) AND threshold AND (((A ADJ2 D) OR (analog ADJ2 digital)) ADJ converter) AND (signal ADJ generat\$3) (generat\$3.ti.)
20	BRS	101	amplitude AND spac\$3 AND dura\$4 AND (noise ADJ generator) AND threshold AND (((A ADJ2 D) OR (analog ADJ2 digital)) ADJ converter) AND (signal ADJ generat\$3)

	Type	Hits	Search Text
21	BRS	111	amplitude AND spac\$3 AND dura\$4 AND (noise ADJ generator) AND threshold AND (((A ADJ2 D) OR (analog ADJ2 digital)) ADJ converter)
22	BRS	0	amlitude AND spac\$3 AND dura\$4 AND noise AND generator AND threshold AND (((A ADJ2 D) OR (analog ADJ2 digital)) ADJ converter)
23	BRS	0	amlitude AND spac\$3 AND dura\$4 AND threshold AND (((A ADJ2 D) OR (analog ADJ2 digital)) ADJ converter)
24	BRS	266	pseudo ADJ random ADJ bit ADJ sequence
25	BRS	1224	PRBS
26	BRS	66	pseudorandom ADJ bit ADJ sequence
27	BRS	15	PN ADJ generat?
28	BRS	54	pseudonoise ADJ generator
29	BRS	386	(pulse ADJ duration) AND (pulse ADJ spacing)
30	BRS	2	(amplitude ADJ probability) AND (pulse ADJ duration) AND (pulse ADJ spacing)
31	BRS	9	analog AND (pseudo ADJ noise) AND switch AND amplitude AND controller AND (pulse ADJ duration)
32	BRS	8	((random ADJ generator) AND amplitude) AND ((random ADJ generator) AND duration) AND (selector OR controller) AND (digital ADJ analog)

	Type	Hits	Search Text
33	BRS	63	(analog ADJ output) AND (pseudo ADJ noise)
34	BRS	69	(sort\$3 OR filter) AND bit AND (amplitude ADJ probability)
35	BRS	22	(sort\$3 OR filter) AND data AND stream AND proces\$4 AND (amplitude ADJ probability)
36	BRS	2	(pseudo ADJ noise) AND (amplitude ADJ probability ADJ distribution)
37	BRS	2	number ADJ generator AND (amplitude ADJ probability ADJ distribution)
38	BRS	19	noise ADJ generator AND (amplitude ADJ probability ADJ distribution)
39	BRS	25	random AND num\$4 AND gener\$6 AND analog AND (amplitude ADJ probability ADJ distribution)
40	BRS	61	(random ADJ noise ADJ generator).ti.
41	BRS	45	(((((random AND num\$4 AND gener\$6 AND analog AND bit AND latch) AND clock) and eight) AND (one ADJ fourth)) AND (down ADJ count\$3)
42	BRS	23	(((((random AND num\$4 AND gener\$6 AND analog AND bit AND latch) AND clock) and eight) AND (one ADJ fourth)) AND noise) AND (time ADJ length)